(preview) (fadeinsideshot) (mefrombottomframe) Hey, you wanna play some games? *gobackdown* *fromside* Well I know I do and let me just tell you something alright, it's been a really long time since I've been able to really sink my teeth into something I hate, and I got a hate boner I need to jack off. So what's it gonna be, huh? Rad racer, nah that's too good. *throw* Turrock, nah mad, that's a great game! *yeetgame* Hitman 2, well it's hard as shit but it's great *toss* All these games are too good *dumpshelf* I need something that I can really hate, something that can satisfy my urg-*simpsonsthemebaddly* *showgame* (me) Showtime baby, woo (game) The Simpsons, I don't think it really needs an introduction, one of the most famous and most iconic shows in the history of television, if not **the** most. If you were to ask some random person on the street to name a television series, chances are a sizable portion of them would say the simpsons. But just as quickly as the topic of the simpsons comes up, so too does the question of when did the simpsons stop being good. With answers ranging from season 5 all the way to it was never bad. On a personal level, I think the show stopped being watchably good around season 11. If only because this episode was gold (youhaveeverything) I used to watch the episodes new when I was a dumb teenager, but I think the episode where I packed it in was the painfully unfunny Treehouse of horror episode 22. Treehouse of horror is fairly reliably great even during the mediocre seasons, but this one was terrible and I turned it off halfway through and never looked back. One much less divisive topic of discussion is, when did the simpsons games stop being good. I think it started with the simpsons arcade game and ended immediately afterwards. Games based off of the simpsons have existed pretty much since the simpsons itself has existed. And they've been fairly reliably garbage. However, many people will take issue with my assessment because in 2003, just shy of the 15th seasons premier came a game that many people considder the gold standard of simpsons games, the simpsons hit and run. (Me) or as I like to call it, the simpsons shit and piss (game) I'm not going to sugarcoat this in any way I was told countless times over the years how great this games was, and evidently I played it for the first time in 2015 and it gave me pause for thought "Really? This is the game that's so great? This is gta with the simpsons?" Keep in mind this was during a time when I liked a hero's tail. So that should speak volumes to how bad hit and run had to be for me to dislike it this much. Contrary to what EVERYBODY will say, It is the perfect storm of awful that broke me down and PISSED ME OFF (Me) So with that, let's do the nostalgia test thing, kinda redundant, but we might as well. Cause that's the gimmick. Simpsons hit and run then, I'm already pissed and we haven't even started. I'm going to pre-emptively say that, no I'm not playing this up to be cool or different because that's a common criticism deflection, everything I'm about to say is 100% genuine, strap in (game) Now one thing I actually find kinda cute is that simpsons hit and run attempts to frame itself like an episode of the show, with a fairly out there premise that unfolds in what equates to a 22 minute format, well kinda. It doesn't do that typical tie in thing where it creates a massive, epic, sprawling story that which immediately de-canonises itself because it doesn't fit within the series as established. This game knows what it wants to be and doesn't try and be anything more. This could very well fit into the series canon or whatever equates to the series canon at this point, I can't imagine them having hundreds and hundreds of episodes without fucking something up beyond making hundreds and hundreds of episodes to begin with. The simpsons hit and run centers around a bunch of weird goings on throughout springfield, weird crop circles appearing, people going

missing, swarms of massive bees appearing, a new and improved flavor of buzz cola appearing out of nowhere. Perhaps some of this may be too out there for a standard episode, but I haven't watched most of the series due to the sheer overwhelming amount of episodes, but at the very least you could say that this seems like a treehouse of horror episode. I think the first thing to note however are the graphics. Objectively this game looks fine for the era, it looks on par if not slightly better than the average game of the era when you take into account the level of detail, the framerate, the texture quality and everything else, but subjectively I think this game looks ugly. Fuck ugly, and it's the same reason why except for arguably FighterZ I don't think there's ever been a good looking dragon ball game in 3d. It's just that, the 3d kills it. Obviously the simpsons is a 2d animated cartoon and the artstyle works there because… well, actually I don't really know why certain artstyles work or not. There's probably a study on this somewhere, but it's beyond my personal knowledge base, perhaps it has something to do with 3d implying realism. However, as countless 3d steamed hams parodies have taught us, when you convert the artstyle from 2d to 3d it just looks uncanny and weird. They don't animate right, they look plasticky and fake, the facial animation looks downright creepy, the entire game goes right over the edge of the uncanny valley and hits every jagged rock on the way down. Sad thing is, when this game does get going and you get out there into the world, it looks fine. In motion alot can be forgiven, but once you slow down and examine things on a more personal basis the game collapses in on itself visually. Even then there are things that don't look good at all, some of the texturing is downright woeful, the pop-in is atrocious in places and I noticed quite alot of V-tearing but I'm not sure if that was my display or the game. So between the many oversights and the creepy 3d-ifying of the characters, I just don't think this game looks any good. But to be honest to say this game doesn't look good is like saying the plastic bag that contains the dog shit is ugly, well I'd say the dogshit is the real key item in that conversation. So in saying that I hate the simpsons hit and run, I will fully admit that is a loaded statement considering this game's reputation. But the reputation is the reason I even picked up this game to begin with, making it easily one of the most disappointing games I've ever palyed and a key example of why nostalgia is bullshit and I feel like I should get that tattooed on my face backwards so I can be reminded of it every time I look in the mirror. I hope to shatter hit and runs reputation with one statement, because I was played like a damn fiddle. I heard for years that this was "GTA with the Simpsons" "GTA with the Simpsons". If you have ever said that, you're going to hell for lying, because that is the biggest collective lie in the history of videogames. Aesthetic similarities aside, this game is not GTA with the simpsons. It is, and let me be totally clear here, a slightly nonlinear driving game with extra steps, Unlike GTA which always experimented with different gameplay styles that all fit into the whole. GTA and sandbox games in general are about the purest essence of freedom, to do what you want when you want and to have it all tie into itself. Where Hit and run has almost no freedom to it whatsoever. First of all there are 3 maps that gameplay takes place in, evergreen terrace, downtown springfield and the waterfront all of which feel utterly disconnected but nevermind. All 3 of them aside from being recycled multiple times beyond minor changes, are (booming) GIANT CIRCLES (normal)(me) Yaaaay. (Game) So the basic problem with that is that there's no variation to where you go or what you do, you just drive around the same circular levels over and over. I shouldn't need to say this, but in the gta series there are whole sprawling cities for you to go through. Where here it's a straight line

worthy of a modern sonic level. There might be some deviation, like multiple roads or a small junction of roads in a certain area, and there's also some secret shortcuts you can access and some of them are fun, but it's nothing that can cause the level design to be any less linear. It always goes back to being one continuous road that builds into an endless loop. A long piece of ribbon that splits off and sometimes rejoins but is never not a circular ribbon. And might I add that circular ribbon is very narrow. Most of the time there's literally nowhere to go other than forward or back because the environment is a straight 1 or 2 lane street. If the environments were wider and had more to them, it might be better for being slightly less linear but how can the gameplay be any level of varied when this is the level design for most of the game. (Me) I feel like I'm being herded… like a damn sheep *beeh* do I look like a damn furry to you? Don't answer that (game) These aren't sandboxes, they're just long singular roads. Sure you can drive around but there's nowhere to go. Taking a random example of a racing game, need for speed hot pursuit, that's a game with semi nonlinear environments where you can go into a bunch of areas if you want. The only difference with exploring these nonlinear environments is you can't do it outside of missions, there is no outside of the mission. But it's a good thing you can't because the interesting part of the game is in the missions, there wouldn't be anything of to do outside of the mission because there's nothing of substance to explore or do. Then you take Hit and run where there's nothing of real substance to explore because of the boring ass level design, and very limited gameplay. In that case what does the ability to explore and freeroam outside of the missions add. A commute, and nothing else. When the ability to explore just boils down to driving along a basically straight road to the next mission there's nothing there, there's nothing to benefit you by taking advantage of the non linearity, it's done for its own sake, the only reasons to explore is to see all of the various Simpsons easter eggs, and to be fair there are some fun easter eggs here and there, but then in that case we have to concede that this game exists as a series as references holding together a boring whole. Is this game just a thinly veiled attempt to cram a bunch of imagery together? Because the whole game thing isn't really working for me. Point is that this game's nonlinear aspects only serve to give a boring commute between missions, but I'm going to explain one of my philosophies of game design with a question "Is this the most interesting part of gameplay and if not why aren't we doing that?" In a proper sandbox, the gameplay outside of missions is usually just as fun if not more fun than the missions themselves, but there's nothing to do in hit and run but drive to the next objective or mission in a borderline trance. Sure you can get out and kick people, you can explore and find coins or collectible cards, but there's no real reason to do any of this, it's all done for its own sake, there's no substantial gameplay that this adds, it's just unconnected side content, not to mention doesn't actually give you any meaningful gameplay because the gameplay equates to "touch the thing", it's all white noise gameplay, so the nonlinearity doesn't add anything and in fact actively makes much of the gameplay repetitive and arduous. This game would be much better if it were level based because then we'd cut the fat and wouldn't just be driving down the same roads… or road over and over seeing the same sights, and the same cars over and over, so with the levels being so linear and narrow, it's hard to even call this game a sandbox, it might as well be linear. But there is a single overarching point that kills this game for me, it is such a big issue that it's what ruins the game and I've already hinted at this, The simpsons hit and run is the most painfully repetitive game that I've ever played. Variety is

the spice of sandboxes, and now that we've established that these aren't even really sandboxes, and provide nothing substantial, the mission structure is even worse because it's horribly repetitive. Do you want to know what you do in this game? Drive, literally you do nothing in this game to progress but drive and drive and drive, and for a game where all you do is drive for hours, the drivings kinda fucking boring. There is one mission early on where they established a second mission type where you go around and break a bunch of stuff by kicking them which also introduces a mild platforming mechanic, It's not much but I'll take it. However, that's literally a one off mission, and beyond that there's a grand total of 1 other mission where you play as someone outside of a car, and the only times you need to get out of a car is to speak to someone to activate a mission, sometimes they even make that difficult like navigating this series of trapdoors just so you can speak to mr. Burns which might have been fun if it were part of gameplay as opposed to getting in the way of it. Fuck you mr. Burns, and fuck your trapdoors, imma kill your shins (disappear) (me) where'd he go? (Trapdoor) did I just shove mr burns down a trapdoor?... Excellent (game). Otherwise you drive around the same environments too and fro over and over. Sure you might be racing someone, you might need to destroy another person's car or you may need to run over some things or collect some things but at a functional level all you're doing is driving the same streets over and over for hours. That is the main thrust of the game, you drive here, you drive here, oh now drive over here, oh you didn't drive there fast enough, well I guess you better do it all over again, FUCK YOU. It's so boring, you know I'll admit, it started out fine if a little dull. But once you get settled into the routine of just constantly driving the same streets, you really feel that crunch of monotony, and the constant never ending repetition is soul draining. This isn't gameplay, this is shameplay, and I don't say that lightly. Slight variations on the mission type doesn't change the fact that on a functional level all you're doing is just driving driving driving with no variation for hours on end. So it gets very dull very quickly, and yes this is driving games in a nutshell, but then again there are good driving game out there that are also repetitive, well most of them also feel good to play mechanically and can make up for the repetition as a result, more on that in a minute. But I concede that in a way this game is indeed like GTA in a certain way, remember how in GTA 1 there was a time limit on many missions and even the space between mission where there where there would be no need to rush realistically. Well, to add "excitement" and "challenge" there's an arbitrary time limit on most if not all of your missions, most of which don't even make sense. Why is there a time limit on hitting somebody's car so that they drop items, why is there a time limit on bashing somebody's car and destroying it. It's absolutely arbitrary, it exists for no other reason than to add extra challenge where there doesn't need to be any and in many cases where there was already too much to begin with. And let me tell you, they got really carried away with the time limits toward the latter half of the game, for whatever reason they decided that it would be a great idea to give you a time limit so slim that only the barest amount of fuckups will get the mission complete and even then it's not guaranteed. And they knew how hard they made these missions because if you fail the mission enough times, it will just give you the option to skip to the next mission, that speaks volumes to how unfairly difficult this game is towards the latter half of the game, and that's on top of it already being repeditive. This game isn't so hard for the first 3 chapters or so, but then when I looked through my old save file I noticed a trend, 7, 7, 7, 5, 3, 1. As the game went on, the missions got harder and harder and

by the time that happened I didn't even feel the urge to do the missions anymore to begin with because I just wasn't having fun, so whenever the option came up to skip the mission, I took it with gusto. I'm not having enough fun to want to try again, I just wanna get it over with, this happened both times I played the game. I started to feel that same sting in this playthrough, you see I was doing a mission at the end of chapter 4 where you have to blow up a bunch of vans then make it home with a very narrow but manageable time limit, after a few tries I was all set to win the mission until randomly on my way back the game decided to inject the end of the mission, after the primary goal was already complete, with a bit of excitement. A cop car decided to chase me out of nowhere and I couldn't end the mission until I had outran it, but that also had a time limit and my car wasn't fast enough because I was using the bus for bashing the vans, not only that, because the environment is almost entirely linear, there was nowhere for me to go to get away using crafty tactics, speed is the only option, but the mission also required a powerful car, truing have its cake and eat it too. So try as I might I couldn't outrun the cop car and failed the mission. That was like 7 minutes of gameplay down the tubes on top of a few failed attempts and because there's no checkpoint system in this game, I had to start from square one. I literally tossed the controller on the ground and said (meshow) fuck this I'm done (game) I'd Had just about enough of this game's shit, I didn't want to do the mission anymore, so I sat there for 15 minutes doing nothing just so I could unlock the skip mission prompt because apparently chapters final missions take more failures before they give you the skip option, but I'd rather do that than play any more of this bullshit mission, or any of the missions after this for that matter. The time limits, arbitrary random bullshit that happens towards the end of the missions and overall difficulty only gets worse from there. Just everything about this is so baffling. By this point I was already bored but from here the game just turns into an exercise in frustration and attrition. Sure mr. wise guy, I'm sure you beat this game when you were 6, I don't give a fuck. The mission structure in this game pisses me off, so that's a moot point. I still went on, and played the later chapters, wanted to stick a gun barrel between my teeth the whole time, but I still did. Now let's talk about the titular hit and run mechanic, in lieu of a wanted system, they instead decided to add a system where if you caused too much mayhem you'll get the hit and run rank and then the cops will chase you and if they get you, you'll have to pay a 50 coin fine. This is cute the first time at best but, then it immediately becomes obnoxious. First of all, this can and usually will happen in missions when you're just trying to get a task done. You're not focusing on the traffic laws when you're trying to destroy a car or something. So all it does is make it so you have more things to navigate when you're just trying to complete a mission and worse, unlike most obstacles, they're actively pursuing you. So it makes it 10X harder just to do the mission you're trying to do. Because it feels like navigating a minefield, if you're in a race it makes the race bullshit because the police go after you incessantly but it rarely affects your opponent when it doesn't actively help them, I **HATE** getting into police chases in this game. It is the most bafflingly implemented and executed mechanics in the game. Second of all, they got really generous with what quantifies getting caught, several times, I was far away from the cops in a place they couldn't get me and that still somehow counted that as them catching me, like are you fucking kidding me? There's no way they could have got me, but nope, lost money anyway. Third of all, the fines just make your job even harder because there are money based roadblocks throughout the game. For arbitrary reasons you need to buy various cars and

costumes throughout the game and at first it's not so bad because they're cheap in the beginning. But then it multiplies throughout the game. By the end of the game you need hundreds of coins at a time, and so the game actively taking your money away when the only use for it is occasionally needing it to progress means the game is actively working against you. If there were fun ways to earn money, it would also be fine. This literally feels like a system balanced for microtransactions years before microtransactions were even a thing (me) Although this game was published by vivendi which is a part of activision now, so I wouldn't be surprised if they somehow found a way to patch in microtransactions after all these years (game) Furthermore, if the game didn't have to fold it's arms and tell you to fuck off until you get more money it would be fine. I go back to the GTA example, because that ostensibly what this game resembles. I can't think of a single example of something like this, and even then there are fun ways to earn money in those games. So Hit and Run has to arbitrarily stop every now and again because you need money, what do you do to grind money? You have to break stuff around the map, there are various items that dispense coins but they usually only give you around 20 or so coins each, and so to get some of the more expensive items you need to wander around the map for ages. And that's just to get the mandatory items, the amount of wandering you have to do to get the money for everything could probably make the average wrestlemania blush, that's grinding for money in the dullest way possible. And as far as I'm aware, these dispensers don't just respawn so you need to leave the level and come back or go to an entirely different level so you can make some money **just to play the fucking game**. I need to not play the game long enough to be able to play the game. And I don't even know that I'd need many coins until around chapter 4 when I saw the signs of the increasing coin requirements, up until then I wasn't actively collecting coins because I couldn't be asked. Of course there are other ways to collect the coins such as with this gambling minigame, the side races or the side missions. All of which involve what? Driving in the same identical way to everything else in the game. And none of it earns you as much coins per minute as just wandering around and so it's all for naught.At least for a driving game the driving physics are good right? Hah, not really. The cars feel very floaty, like the slightest tap will have you spin out, trying to do a handbrake turn will result in you sliding for a mile, you flip like it's nothing, you basically have no control over your vehicle once you get your speed up, and everything that even slightly gets in your way will stop you instantly unless you have a car with a high toughness rating and even then not really. Furthermore, It seems the cars hitboxes actually pull things towards you. It seems almost like the cars hitbox has a U shape at the end and so if you hit something it will be actively drawn into you or vice versa, where in a driving game that has any pretense of being arcady or basically fun in any way should have a bullet shaped hitbox on the car so that if you hit something it will slide off and you will be able to recover quickly but still be affected. But I swear to ged, every time I hit the slightest thing I lose all control and if I hit another car, I'm practically stuck running into them until I back up and drive away which screwed me over on multiple occasions. And there are so many obstacles that just clutter up these narrow streets and you can't avoid them, I just hit thing after thing after thing and… *Sigh* I didn't want this to turn into a play by play everything wrong with style video but this game is making that very hard for me because just about everything in this game ranges from boring and repetitive to absolutely infuriating, so the only way to talk about it is basically play by play as there's very little positive. You may think that I'm just

overlooking or refusing to acknowledge this games positives. No I'm really not because this game doesn't have much to it and from what I played there's very little enjoyable about this game. It's a game where the driving is just not good and about 95% of the game is just driving. The fact that you can drive any car in the game is completely incidental because there's no reason to do so. The ability to drive around in any vehicle in GTA tied into the freedom, but there's very little freedom here and the best vehicles are available via the phone booths so, there's almost no point in being able to get in and drive around any car, and as a matter of fact there's almost no point in the game where you need to get out of the car so having that ability to get out and walk around is pointless as well. But to give this game some credit, I do find it kinda funny how you can drive around in a vehicle after it's exploded (show)(USAUSAUSA). That's the thing, I can point to some things in the game that I can appreciate or laugh at, but none of it can carry the game. I like all of the simpsons based easter eggs, tomacco, don't eat beef eat deer, lionel hutz attorney office rest in peace phil hartman, I like seeing all these characters, I even like the driving soundtrack, it's all original music, but the soundtrack is pretty kickin (show) ruined somewhat by the characters stilted driving banter, some of which I believe is recycled voice lines from the show (show) another one of the things I like is that you can get out of the car go on foot and kick the crap out of literally any person in springfield, if you want to beat marge, you can, how about patty and selma, you can, do you want to mercilessly beat the piss out of millhouse, Godspeed you mad bastard (stopstophe'salreadydead) (me) Not dead enough (game) And when you do, they go into this hilarious falling animation where they stay on the ground for what seems like ages. They just lose all control over their physics, it's fantastic. I like how, you can play as different characters even though they all play the same. You can play as bart, homer mairge, lisa, and even apu(me) Oh no, sound the alarms, it's that one character who's well rounded and very likable but I've been told is a racist stereotype by somebody who claims to be a comedian. (game) However, none of this can save the moment to moment gameplay because it never ties into the main gameplay so it's a moot point. But in spite of my overwhelming amount of gripes I will say that there is one genuinely good chapter, and that's the 7th and final chapter. Not the mission structure because the mission structure is about as pleasant as a punch to the face from the thing but the actual exploration of the level is fun because it basically is just a treehouse of horror episode. Fit with halloween themed scenery, and a bunch of fun vehicles including a literal flying broomsticks that seems to have invisible wheels when you back up. It's the only point where the ability to drive different cars actually amounts to anything if only for the fun and hilarious imagery. (homerandwitchflythoughthesky) But this is where the mission structure reaches boiling point. All of the frustrating points come to the forefront in this seven mission sequence. Arbitrary pay blocks, yup. Overcrowded narrow streets, oh hell yeah. Frustrating overzelous hit and run activation, yup. Overly difficult mission structure, you bet your goddamn ass. Horribly narrow and arbitrary time windows to finish missions, yes, oh lord jesus yes. But I stuck it out and got to the last missions and all the demons in hell skullfucking my corpse wouldn't compare to the horror of alien autotopsy part 3. So the context is we're reaching the apex of a story that involves the recurring aliens Kang and Kodos using the hidden cameras around the city disguised as bees to film the people of springfield for an intergalactic reality show which just so happens to resemble the south park episode canceled which coincidentally came out about 6 months earlier. Hit and run came out

too soon after to be a ripoff, at least I think, so it's just a weird happenstance. Well anyway, in an effort to raise the ratings of the show, they introduce the new evil flavor of buzz cola into the water supply which makes the dead of springfield rise from their graves, coincidentally on halloween. This was a plan b after plan a which involved arming springfield with laser guns was foiled which would have honestly made for a much more interesting climax. It's a neat idea, but would have been better served as an episode of the show because it feels like a treehouse of horror segment through and through, but all of this was established right before the final chapter and up to that point the plot was too busy going nowhere, one chapter is spent finding bart and nothing else, the chapter before that has bart just living a day in the life and the only relevant thing that actually happens happens right at the end of the chapter. So it really does feel like they were stretching that 7 minute segment thing into a full game, I'm pretty sure bonestorm 2 got more screentime than the main antagonists Aside from being aimless and padded as heartbreaking as it is, for a simpsons game, I don't think hit and run is very funny. This was being made alongside season 15, deep into the sinpsons decline and as a result I just don't think the comedic writing is any good at all. The only thing I laughed at were the, and I'm going to be frank, hilarious loading screen newspaper bits, so unfortunately, something I realized going into the final encounter is that the story kinda flops from all angles. But we're finally in the final stages of the game and the goal is to blow up the alien mothership. To do so you have to do a 3 part mission to drive toxic waste into the mothership, anf the third part, oh god, you have to race all the way across town, then get a barrel of toxic waste back in a very slim time limit, why the beginning is a race is utterly arbitrary, and it's easily the hardest race in the game, if you don't get an absolute perfect run you can't make it, but you have to worry about your cars health, the hit and run status all while trying to race somebody. I naturally got my ass handed to me over and over. As far as I'm aware this is the final mission and so obviously you can't skip it so you either beat this impossibly hard mission or you don't beat the game period. And after a bunch of tries, I was finally able to beat the other car to the powerplant, and you know what happened then, I immediately crashed into a pole, backed up into a wall while trying to turn around, blew up the car, then the cops chasing me caught me. So I blew up, failed the mission and got fined all at the same time. I could have tried again, I could have activated a cheat or two to help me out, but I just didn't care. It was at that moment that, for the second time, I tossed the controller on the ground said (me) Fuck this (showwholebit) (cracksopenvodka) (game) The simpsons hit and run is a game that I hate. It doesn't have the gag factor that secret agent clank had, nor does it have the insulting factor that crash purple had. It's a unique flavor of bad all its own, a bad that comprises itself of of baffling frustrating design. There is a good game in here somewhere, but it just constantly takes notches out of itself with flaw after flaw after flaw. To the point that it became just unpleasant, unfair and infuriating to play after a point. The moderate open endedness adds nothing to the game overall and even actively detracts from it, and for all these games touting as GTA with the simpsons, it just ended up being what amounts to a slightly roundabout driving game with frustrating mechanics, and a boring repetitive mission structure. I just didn't have fun with it. I was told of this games greatness for years, played it and hated it. Then I set my expectations on the floor for a second playthrough and still hated it. So both times I ended up with the same result, just not wanting to play. And in the end I gave up both times in the exact same spot. This game sits alongside games like goldeneye and conkers

bad fur day where people will constantly tout how great they are and then I have to ask “But have you actually played it recently” Because I wonder if we’re playing the same game? If I can play this game and not just end up with a differing conclusion but a polar opposite conclusion, something's clearly wrong. I don’t care how this game ends, I don’t care about it generally. Which once again makes me question the validity of nostalgia, and reinforces my general hate for nostalgia. Yell at me all you want about how you didn't do this right you that right you didn't do this right, fuck you you fucking hack how dare you insult this timeless classic, blah blah blah, none of that changes the fact that in 2 playthroughs, I didn't have a fucking ounce of fun, am I freak for not liking this game, evedently so, but that doesn't change thw verdict. Popular all time classic beloved by many, but so is cocaine. If I never have to paly this game again, it’ll be too fuckin soon. (me) So no, this game doesn’t pass the nostalgia test (dingdingding) and you wanna know what else? Fuck this game, I’m going to do something that the simpsons never had the luxary of doing (throwgame) (gamegetstossedthoughspaceandflysintosun) (me) The end. (end)